

SYSBPM Direct Commands

The SYSBPM utility provides commands to directly execute SYSBPM functions or navigate through screens.

You enter a direct command in the command line on any SYSBPM screen. An underlined portion of a keyword represents an acceptable abbreviation. Letters in italics are used to represent variable information. You must supply a valid value when specifying this term.

The following direct commands are available in SYSBPM:

Command	Parameters	Function
<u>A</u> DD <u>B</u> ACKLIST	none	Invokes the Maintain Blacklist screen.
<u>A</u> DD <u>S</u> ET	<i>library-name set-name</i>	Adds all objects of a specified object set to a blacklist as described in Add Object Set to Blacklist.
<u>B</u> ACKLIST	none	Invokes the Blacklist Maintenance menu.
<u>B</u> OTTOM	none	Scrolls to the end of a list.
<u>C</u> ANCEL	none	Same as EXIT.
<u>C</u> HECK <u>H</u> ASH <u>C</u> HECK <u>H</u> T	none	PLUGIN=BP required. Checks the BP hash table for consistency and returns the number of inconsistencies found. See also REBUILD HASH.
<u>C</u> LOSE BPC	none	BP cache required. Invokes the function Close BP Cache. The buffer pool runs without BP cache afterwards. You can restart the BP cache using the INITIALIZE BPC command.
<u>C</u> LOSE <u>H</u> ASH <u>C</u> LOSE <u>H</u> T	none	PLUGIN=BP required. Invokes the function Close BP Hash Table which causes the buffer pool to run without using the hash table algorithm and without recording hash table statistics. To reactivate the hash table algorithm, use REBUILD HASH or initialize the buffer pool.
<u>D</u> ELETE	none	Deletes all objects from the buffer pool (BP) and the BP cache (BPC). If entered on the Object Directory Information screen: see DELETE under Functions in the relevant section.
<u>D</u> ELETE	<i>library-name object-name dbid fnr</i>	Deletes the specified object(s) from the buffer pool (BP) and the BP cache (BPC) as described in Delete Object from Buffer Pool.
<u>D</u> ELETE ALL	none	Deletes all objects from the blacklist as described in Delete Object from Blacklist.
<u>D</u> ELETE BUFFERPOOL <u>D</u> ELETE BP	none	Deletes all objects from the buffer pool (BP) only.
	<i>library-name object-name dbid fnr</i>	Deletes the specified object(s) from the buffer pool (BP) only.

Command	Parameters	Function
<u>D</u> ELETE BPC	none	BP cache required. Deletes all objects from the BP cache (BPC) only.
	<i>library-name</i> <i>object-name dbid fnr</i>	BP cache required. Deletes the specified object(s) from the BP cache (BPC) only.
<u>D</u> ELETE <u>B</u> LACKLIST	none	Invokes the Maintain Blacklist screen where you can delete blacklist entries.
<u>D</u> ELETE <u>S</u> ET	<i>library-name set-name</i>	Deletes all objects of a specified object set from the blacklist as described in Delete Object Set from Blacklist.
<u>D</u> ISPLAY <u>A</u> LL	none	Same as DISPLAY INDIVIDUAL.
<u>D</u> ISPLAY <u>B</u> UFFERPOOL <u>D</u> ISPLAY <u>B</u> P	none	See Display Buffer Pools in Invoking and Operating SYSBPM.
<u>D</u> ISPLAY <u>B</u> LACKLIST	none	Invokes the Maintain Blacklist screen.
<u>D</u> ISPLAY <u>C</u> GENERAL	none	BP cache required. Invokes the General BP Cache Statistics screen.
<u>D</u> ISPLAY <u>C</u> HASH	none	BP cache required. Invokes the function BP Cache Hash Table Statistics and displays the Cache Hash Table Collisions screen.
<u>D</u> ISPLAY <u>C</u> INDIVIDUAL	<i>library-name</i> <i>object-name dbid fnr</i>	BP cache required. Invokes the Individual Cache Object Statistics screen. In contrast to the command DISPLAY INDIVIDUAL (see below), this command generates a statistics report that displays data about BP cache objects at the beginning of the list.
<u>D</u> ISPLAY <u>C</u> LOAD	none	BP cache required. Invokes the BP Cache Call Statistics screen.
<u>D</u> ISPLAY <u>C</u> STATISTICS	none	BP cache required. Invokes the BP Cache Statistics Main Menu.
<u>D</u> ISPLAY <u>D</u> IRECTORY	<i>library-name</i> <i>object-name dbid fnr</i>	Invokes the Object Directory Information screen.
<u>D</u> ISPLAY <u>F</u> RAGMENTATION	none	Invokes the Buffer Pool Fragmentation screen.
<u>D</u> ISPLAY <u>F</u> UNCTION	none	Invokes the Internal Function Usage screen.
<u>D</u> ISPLAY <u>G</u> ENERAL	none	Invokes the General Buffer Pool Statistics screen.
<u>D</u> ISPLAY <u>H</u> ASH <u>D</u> ISPLAY <u>H</u> T	none	PLUGIN=BP required. Invokes the function Buffer Pool Hash Table Statistics and displays the Hash Table Collisions screen.

Command	Parameters	Function
<u>D</u> ISPLAY <u>I</u> NDIVIDUAL	<i>library-name</i> <i>object-name dbid fnr</i>	Invokes the Individual Object Statistics screen. In contrast to the command DISPLAY CINDIVIDUAL (see above), this command generates a statistics report that displays data about buffer pool objects at the beginning of the list.
<u>D</u> ISPLAY <u>L</u> OAD	none	Invokes the Buffer Pool Load/Locate Statistics screen.
<u>D</u> ISPLAY <u>O</u> BJECT	<i>library-name</i> <i>object-name dbid fnr</i>	Invokes the Display Object Hexadecimal screen.
<u>D</u> ISPLAY <u>S</u> TATISTICS	none	Invokes the BP Statistics Main Menu.
<u>E</u> EDIT <u>P</u> RELOADLIST	<i>list-name</i>	Invokes the Edit Preload List screen.
<u>E</u> EDIT <u>S</u> ET	<i>library-name set-name</i>	Invokes the Edit Object Set screen as described in Blacklist Maintenance.
<u>E</u> EXIT	none	Leaves the current function/screen and displays the previous screen.
<u>F</u> LIP	none	Switches the PF-key line.
<u>G</u> ENERATE <u>P</u> RELOADLIST	<i>list-name gen-library</i>	Invokes the function Generate Preload List from Buffer Pool.
<u>I</u> NITIALIZE	none, 1, 2, 4, 8, 12, 16	Reinitializes the buffer pool and the BP cache. If no text record size is specified, the current text record size will be taken.
<u>I</u> NITIALIZE <u>B</u> P	none, 1, 2, 4, 8, 12, 16	Reinitializes the buffer pool only. If no text record size is specified, the current text record size will be taken.
<u>I</u> NITIALIZE <u>B</u> P <u>C</u>	none	BP cache required. Reinitializes the BP cache only. To avoid program abends of other users, it is recommended to close the BP cache before initializing it. The text record size of the BP cache is fixed (4 KB).
<u>I</u> NITIALIZE <u>O</u> LD	none, 1, 2, 4	Reinitializes the buffer pool with the old format. If no text record size is specified, the current text record size will be taken. This enables sessions with the parameter setting <code>PLUGIN=NOBP</code> to access this buffer pool (fallback).
<u>L</u> AST	none	Displays the SYSBPM direct command entered most recently.
<u>L</u> IST <u>P</u> RELOADLIST	<i>list-name</i>	Invokes the List Preload Lists screen for the specified object.
<u>L</u> IST <u>S</u> ET	<i>library-name set-name</i>	Invokes the List Object Sets screen for the specified library or object as described in Blacklist Maintenance. Asterisk (*) is also allowed for <i>set-name</i> .
<u>M</u> ENU	none	Invokes the SYSBPM Main Menu as described in Invoking and Operating SYSBPM.
<u>P</u> RELOADLIST	none	Invokes the Preload List Maintenance menu.

Command	Parameters	Function
QUIT	none	Same as EXIT.
<u>REBUILD</u> <u>HASH</u> <u>REBUILD</u> HT	none	<p>PLUGIN=BP required.</p> <p>This function is used to rebuild hash tables if inconsistencies are found with CHECK HASH.</p> <p>REBUILD HASH deletes the current hash table and rebuilds a new hash table from the current buffer pool contents.</p>
<u>RESET</u> <u>BUFFERPOOL</u> <u>RESET</u> BP	none	See Reset Buffer Pool in Invoking and Operating SYSBPM.
<u>SELECT</u> <u>BUFFERPOOL</u> <u>SELECT</u> BP	none	See Select Buffer Pool in Invoking and Operating SYSBPM.
STOP	none	Leaves the SYSBPM utility.
<u>T</u> OP	none	Scrolls to the beginning of a list.
+	none	Scrolls one page down in a list.
-	none	Scrolls one page up in a list.